

CURSOR

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NEWSLETTER of the COMMODORE COMPUTER USERS GROUP (QLD) INC.

✓AMIGA EDITION

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MEETINGS - WHERE & WHEN

MAIN MEETING

Tuesday 4th April 1989 in the Bardon Professional Development Centre, 390 Simpsons Road, Bardon. Entrance is through the Centre's Car Park in Carwoola Street. Library: 7pm - 8pm & 9pm - 9.30pm. Sales: 7pm - 8pm. Main Meeting: 8pm - 10pm....

MINDLIGHT DEMO by TOM YALLOWLEY

AMIGA WORK SHOP

Sunday 9th April 1989 (1pm - 5pm) in the Ithaca R.S.L. Hall, corner of Nash & Elizabeth Sts., Rosalie. Topics:

Graphics - Sound - Programming - Beginners
NOTE: NO COMPUTER GAMES!

Opportunity to purchase Disks, Disk Boxes and other Accessories between 1pm - 3pm.

For Further information:

Ph. Bruce Wyllie - (075) 489 038 (a.h.) or Steve McNamee - 262 1127 (a.h.)

Copying of Commercial Software is NOT allowed at our Meetings!

GOODS & SERVICES

5¼" Disks - \$10.00 per 10 (+ \$2.00 postage)
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3½" Disk Labels (68x68 mm) - 4 Sheets (= 48 labels) - \$1.00 (+ \$2.00 Postage per order)
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Amiga Basic Summary - 40c ea (+ \$1.00 Post)
Amiga Beginners Guide (CLI etc.) - \$3.00 ea (+ \$1.00 Postage)
Address Labels (23 x 89 mm) - \$14.00 per 1000 (+ \$2.00 Postage)
Ribbons for MPS-1000, GX/LX-80 Printers: \$9.00 (+ \$1.00 Postage)
Ribbons for MPS-1200/50, Citizen 120-D Printers: \$12.00 (+ \$1.00 Postage)
Ribbons for Riteman C or F Printers: \$15.00 (+ \$1.00 Postage)
Back Issues of *CURSOR* - \$1.50 each

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (12noon - 12pm) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.
KINGSTON: 1st Friday of the month (7pm - 10pm) in the Kingston High School, Bega St. Ph. Peter Martin - 290 1537 a.h. or Alan Hill - 290 0264 a.h.

PINE RIVERS: 1st Sunday of the month (1pm - 5pm) in the Strathpine State High School. Ph. Barry Bean - 269 7390 a.h.

SHERWOOD: 2nd Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 379 2405 a.h. or Philip Parkin - 818 1172 a.h.

WAVELL HEIGHTS: 2nd Tuesday of the month (7.15pm - 9.45pm) in the Wavell State High School, Childers St. Entrance.

Ph. Cor Geels - 263 2839

SUNSHINE COAST meets regularly. For meeting times, dates, places: Ph. Harvey Riddle - 071/421 036 or Ph. Vic Mobbs - 071/ 941 330

MARYBOROUGH/HERVEY BAY: 4th Monday of the month (7pm - 10 pm) in the Sunbury State School, Alice St.

Ph. Terry Baade - 071 / 215 059 a.h.

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EDITOR'S NOTES

THE AMIGAN APPRENTICE & JOURNEYMAN

"What makes a good newsletter for a computer users group?" This particular question has been occupying my thoughts quite a bit lately, and deserves thorough analysis.

We exchange newsletters with other users groups both in and out of Australia. Depending on the size of these groups, they vary from a few photo copied sheets to some very elaborate productions which resemble in some cases commercial magazines. As to contents we see again a spread from the trivial to the erudite.

In the case of Amiga specific newsletters there has been one that stood out, namely *The Amigan Apprentice & Journeyman* (from now on the AA&J for short).

Strange as it may seem there is no users group in the ordinary sense behind this magazine. It was the brainchild of Dick Barnes who, in the early eighties was heavily involved in the Commodore "Super Pet" 8-bit machines (a hybrid computer which had some following in academic circles in Canada).

When the Amiga appeared onto the scene Dick Barnes and some friends formed *The Amigans*, an Amiga users group by-mail-only. They communicated with their members via their bi-monthly newsletter the AA&J, the first issue of which appeared in March '86.

From that first issue a very high standard was set. Regular contributors included John Toebes on C- and Joe Bostic (later William S Hawes) on Assembly language programming. Dick Barnes not only contributed his very entertaining (but often intensely critical) editorials, but also tested a lot of software and hardware.

In case one thinks that this was purely a "hi-tech" magazine, I can assure you that nothing could be further from the truth. There were articles about bugs in Basic and in well-known commercial programs, as well as evaluations of hardware, add-ons and consumables. In fact there was really something for everybody in this newsletter, except advertising and games reviews. In their editorial policy statement it specifically said:

"This journal will not accept advertising, to avoid any possible conflict between its revenues and the opinion it expresses when reviewing software and hardware. The cost of printing and distribution therefore must be borne directly by the members."

Having read every issue of the AA&J, I can vouch for this editorial independence. Not being a programmer, the programming articles were only of limited interest to me, but I know that quite a few of our members found them extremely useful. Reviews of both software and hardware were critical, but always scrupulously fair; in fact most of them were a model of their kind.

To a large extent the AA&J was the brainchild of Dick Barnes. I had the pleasure of exchanging several letters with Dick and he was always prompt and courteous in his replies (He even published some of my comments on odd occasions).

Although Dick was the driving force behind the AA&J, the overall quality of the magazine seemed to attract more and better contributions from within the Amiga community; this was the real reason of the success of this newsletter.

It is with great regret that I have to announce that the Feb '89 issue is not only the last issue of the third year of publication, but also the final issue of this great magazine. Dick Barnes is suffering from a terminal illness and can no longer carry out the task of editing the magazine. As there's obviously no successor in sight the decision has been made to disband the AA&J; surely a painful decision, but one which is understandable under the circumstances.

To me the AA&J stands out as a shining example of what a computer group newsletter should be, but only seldom is. Regrettably I possess neither the wit nor the wisdom of a Dick Barnes, yet his example is one that every newsletter editor should try to emulate.

So we return to the question which I posed in my opening remarks, namely:-

"What makes a good newsletter for a computer users group?"

Based on my foregoing remarks I think that I should be able to draw a series of conclusions. I merely intend to present these to you in a haphazard fashion, in the hope that, for once, you, yes I mean *you* dear reader, will register your approval or disapproval.

It amazes me how much the style of a good newsletter is influenced by its editor. Even in the case of my efforts it becomes obvious that certain trends emerge. I am committed to better graphics and printing at reasonable costs - hence my reviews of printers, word-processors etc. And despite the fact that music is just about the greatest love of my life (way, way above computers), I don't greatly care for computer generated music because of its synthetic quality. However that doesn't mean that I have ever refused to print an article relating to music!

So, having me as editor, you have to put up with my foibles. If you really disapprove of them you can register your disapproval at our Annual General Meeting by nominating for the job.

I think that we do a reasonably good job in informing our members about the Group's activities, but again if you feel that we are lacking in this area, let me know.

Regrettably there's very little input into *CURSOR* by the Management Committee; I am not happy about the situation but I refuse to force people to write. What do you think?

The *AA&J* did not believe in advertising (see previous page), and I think they are right. It's impossible to be truly independent when you have to take the views of the advertiser in consideration - after all it is our job to help and inform our members to the best of our ability, without having to worry about the feelings of our advertisers. Not having advertisers means a drop in revenue, but the gain is a more *honest* newsletter.

Beginners often find that our newsletter doesn't cater enough for them (so we hear from other sources - they never tell us face to face). Well, we have a huge magazine and book library which caters amply for all classes of users. To run beginners courses in *CURSOR* is pointless, as there is a steady influx of new members throughout the year,

and we cannot very well restart a beginners course each month. In my humble opinion our Subgroups could do a lot more to cater for new computer owners, rather than encourage the playing of computer games.

This brings me to another one of my *foibles*; namely the fact that I am not very fond of computer games. Yes, I am well aware that probably the majority of our younger members' interests are largely based on playing games, but I consider this aspect of computers both time wasting and non-productive. I don't intend *ever* to devote more than a few pages in our newsletter to games. If your interests lie in this direction you can find plenty of information and reviews in the Australian and English magazines.

So what should members expect to find in *CURSOR*? Here are some of my suggestions:

- * Information about the Group's activities and services.
- * Critical reviews of hardware and software, based on price and performance.
- * Bug reports relating to software and hardware in use by members.
- * Book reviews, again based on a price/performance ratio. Also magazine reviews.
- * Re-assessments of reviews by other members - Two heads are better than one.
- * Aspects of programming, be it C, Basic, Assembly, Modula etc.
- * Hints, tips, shortcuts, time- and money saving routines relating to programming, software and hardware.
- * Hardware Projects.
- * Member's letters and questions.
- * Member's *Non-Commercial* computer ads.
- * A truly independent outlook, not influenced by monetary interests of individual members or outside sources.
- * To be beneficial to our members at large.

That is quite a list isn't it? Fortunately several aspects of this list are well and truly in place, but other aspects need implementation, and I foresee troubles ahead!

For once do get rid of the "*She'll be right mate*" attitude and let us have *your* views. After all this is your newsletter and I need to know your thoughts and opinions, so how about it?

Ralph De Vries

RANDOM BITS

MARCH MAIN MEETING

After a (relatively!) short introduction by our President the facilities of the Bardon Centre's theatre were handed over to Darryl Ellwood. Darryl is in charge of the Photography Section of the Mater Hospital, and in the course of his duties has become heavily involved with computers and the Amiga in particular.

By means of a series of well presented slides Darryl gave us an often humorous insight into several aspects of his job (some of the medical slides were definitely not for the squeamish!), showing us in the process why the Amiga was superior in certain aspects of slide presentation for lectures etc.

After the slide show Darryl proceeded to show us the Amiga presentation which was used by the Mater Hospital during Expo 88. This professionally produced presentation really showed off Amy's capabilities in the field of graphics.

After the 'official lecture' part was over, Greg Perry showed us a video demonstration of the Seven Hills' College of Art students work with DPaint - very impressive.

Finally members had the opportunity to 'drool' over Darryl's equipment which consisted of an Amiga 2000 with built-in hard drive, a Zenith hi-res monitor and the Flickerfixer, which allowed us to see hi-res pictures without the annoying flicker.

Our sincere thanks to Darryl Ellwood for allowing us an opportunity to see what the professionals are doing with the Amiga.

COMPLAINTS

Recently a retailer told us that several of his clients, who were supposed to be members of the CCUGQ, had complained to him that they got nothing out of the Group and had no opportunity to learn anything.

Our first reaction was the obvious one, namely, "Why don't they come with their complaints to the Management Committee, rather than tell their friendly dealer", but on reflection that is probably not quite fair.

Newcomers are sometimes intimidated by the sheer size of our operation and in many cases aren't game to open their mouths, just in case they appear to be stupid.

The simple fact is that we are not always able to gauge the wants and wishes of our members. At our Amiga workshop we have tried time and time again to put on beginners sessions. Usually half a dozen members attend, and after half an hour or so they go back to their friends to discuss the latest games.

Unfair? Perhaps, but the fact is that we are only too willing to assist newcomers, but we in turn would like some input from them as to the type of information they require. We promise that we won't laugh at you or make you feel small or stupid. After all it's not all that long ago when most of us were in the same boat.

SOFTWARE LENDING LIBRARY

A certain number of our members are either blind or plain stupid. When they borrow Amiga Software from the Library, it explicitly states that the write-protect notch should be left in the write-protected state.

Recently an Amiga game and a DTP package were returned to the library with viruses. This can only occur when people write enable the package.

If in future we locate the culprits they will be banned from using the library for life.

(The Management Committee)

AT THE SPEED OF LIGHT

On Friday 17th Feb. Mike Williams ordered a quantity of Software from Lightspeed Distributors in the USA. On Friday 22th Feb. the goods were delivered to Mike's door. This is the type of service you cannot even expect from interstate suppliers! On the strength of our experiences we can thoroughly recommend this company.

To recapitulate, Lightspeed Distributors are a mail order supplier in the USA who offer a toll-free phone call, *provided that your order*

is over \$US100.00 (Not difficult with a few Amiga software packages!). You also need a current Visa- or MasterCard. Usually you will find their adverts in *Amiga World*. Their toll-free phone number is: 0014-800-12-5632.

DUTCH INVASION

Already there are two Dutch names on the Management Committee, as well as a Coordinator of a Sub-Group (Wavell Heights). These are now joined by Hugh Gravendyk who has taken on the job as Coordinator of our 8 bit Milton Sub-Group. To top it all off, the name of a recently joined Amiga member is Bob De Vries. Your editor doesn't mind if there are half a dozen or more members called Williams (some called 'Mike'), but he feels that a second 'De Vries' is overdoing it a bit! On top of that, he works at Telecom! (To new members:- this is a bit of an 'In-Joke'; it was once claimed that most of our members are either teachers or Telecom employees!)

THOUGHT FOR THE MONTH

When will somebody write a file requester which will not only show the size of all files, but also how many free bytes are left on the disk? There's nothing more annoying than to be told that your file cannot be saved to disk because there's insufficient storage space on disk.

POSTSCRIPT FOR YOUR PRINTER?

A program called *PRINTSCRIPT* has just been released in the USA. It will use the PostScript programming language to turn your Amiga into a PostScript printer. PrintScript will make the best of whatever printer you have. Your computer's memory is used, though it can access a printer's memory if you have that available.

The output is said to be analytic. The analytic refers to the fonts, which are defined in PostScript (i.e., as paths or geometric definitions rather than bitmaps).

It supports Professional Page and will work with any program that understands how to use the PostScript language. It can also be used interactively for programs not designed for PostScript.

PrintScript was published in February '89 by

a company called Pixelations and is only available from them for \$US89.00.

(ICPUG NewsLetter Feb'89)

THE SX500?

A gent by the name of Khalid Aldoseri from Bahrain in the Persian Gulf is currently trying to build an A500 into the case of an SX64 (portable) computer. He has installed the A500 mother board in the case and replaced the Commodore C64 monitor with an Amiga compatible JVC monitor. A 40 MB hard drive has gone into the disk bay of the case. Still to do is to find room for the hard drive's controller card as well as find/make room for a 3½" floppy.

(ICPUG NewsLetter Feb'89)

DELUXE PHOTOLAB: COLORS

One of the three programs on Photolab is *COLORS*, which is an image processing program. One of its more useful features is the ability to take an NTSC lo-res picture (320 x 200) and resize it so that it fills up a standard PAL screen (320 x 256).

To do this you increase the right most resizing gadget and change it from 200 to 256. Also turn the smoothing (anti-aliasing) option on and start the resizing process. After a couple of minutes the job is done and you have a screen filling picture. The results are usually very satisfactory, but occasionally you will get a picture that doesn't look right. In that case you can try resizing it to an intermediate value (say 320 x 224) or retain the original.

Regrettably one is unable to resize a hi-res picture (640 x 400 to 640 x 512) because of memory constraints. Even turning off the workbench screen and disconnecting the second drive, resulted in the message that there was not enough memory to complete the job. Hurry up, 1.4!

AMIGA GETTING RESPECTABLE?

In a recent issue of *Australian Personal Computer*, Guy Kewney, in an article on IBM's OS-2 operating system, actually admitted that he *preferred the Amiga* for multi-tasking!!! Dear me, what's *APC* doing-praising Commodore? They must be sick!

We also hear that the (In)famous mister Jerry Pournelle of *Byte* magazine has been saying nice things about the Amiga, but it was suggested that this was only so because his son has joined a software company which develops Amiga software!

ART COMPETITION

Elsewhere in this issue you will find a notice about an Amiga Art Competition which is conducted by the Penrith based *Australian Amiga User Association* and the *Australian Commodore and Amiga Review*. If you are artistically inclined this might be your chance to fame and fortune.

3½" DISK COMPARISONS

The following is a sorted list of 3½" floppy disks comparing their quality and their cost. This list and testing was done by Memory Control Technology of Omaha in Nebraska and was posted on FIDONet. Anyway, here's the list. There are some surprises here, at least I found one. As far as I am concerned, I'll NEVER, EVER again buy Verbatim. I don't care what this list says. I had 65% failure out of 100 of those things.

Jon Boule, co-sysop Amiga Doc

DISK BRAND: QUALITY: PRICE:

(NOTE: A = Best and F = Worst)

KA0	A	B
TDK	A	B
C.ITOH	A	C
MEMOREX	A	C
IBM	A	F
MAXELL	B	B
POLAROID	B	B
VERBATIM	B	B
FUJI	B	C
SONY	B	C
CENTECH	C	A
JVC	C	A
BASF	C	B
NASHUA	C	B
KODAK	C	D
SENTINEL	D	A
OFUS	D	B
3-M	D	C
SKC	F	A
XIDEX	F	A
DYSAN	F	B
WABASH	F	D

This was downloaded from the International Amiga Conference by one of our members.

NOTE, these are USA test results and these don't necessarily apply to Australia. In the last issue of the *AA & J* they go into some more details of this test. Memory Control tested all the brands for durability in a three million revolution test. SKC and Wabash didn't pass - their floppy disks were worn right through the iron oxide to the bare plastic beneath! They also agreed with John Boule (see above) that the (US) Verbatim disks should not have been in Category B, but much closer to the bottom of the list.

The brand of disks we are currently selling (the French made RPS disks) are not on this list, but U.K. reports rate them very highly.

MORE NEW AMIGA MAGAZINES

Antic Software & Antic Publishing have been very heavily into Atari ST products, but now seem to be changing over to the Amiga. They will release (in the USA) a bimonthly magazine called *AMIGA PLUS* around March.

The other new magazine is from the Computel stable, to be called *Amiga Resource*. It's going to be a magazine + additional disk combination, but at this stage it's not certain if it's going to be monthly, bimonthly or quarterly.

CHESS ON THE AMIGA

Thanks to Mark Eckert your editor gets a regular opportunity to (try to) read the German *Amiga Magazin*. In the Dec. '88 issue there is a comparison of Amiga Chess games currently available in Germany. All the programs were set to play with a 'think time' of 30 seconds per move and each program played its opponent on both white and black.

The 7 page article goes into considerable detail about all the possible permutations, but the final conclusions were that *Sargon III* and *Chessmaster 2000* are currently the two best chess programs running on the Amiga.

The newly released *Battle Chess* is only considered good enough as a program for beginners, as are *The Art of Chess* and *Grossmeister* (a German chess program).

LIBRARY NEWS

by Phil Guerney

There has been a slight slow down in the growth of the Amiga Commercial Disk library, but that was only because it expanded 50% last month! This time, the new arrivals are restricted to a Jumpdisk, a Megados disk and a set of three Palette disks. Last month's purchases should be included in a complete list of the library software holdings to be published in the near future.

The new book this month is *Amiga Disk Drives Inside and Out* by Grote, Gelfand and Abraham published by Abacus (Amiga B-049).

The book list published in the February Cursor missed out on this and six other books added to the library last month so an update is shown below.

Amiga B-043: *AmigaDOS Quick Reference* (Rughelmer, Spanik - Abacus)

Amiga B-044: *AmigaDOS Inside & Out* (Kerkloh, Tornsdorf, Zoller - Abacus)

Amiga B-045: *Amiga for Beginners* (Spanik - Abacus)

Amiga B-046: *Amiga C for Beginners* (Schaun - Abacus)

Amiga B-047: *The Amiga Companion* (Peck - IDGC/Peterborough)

Amiga B-048: *Understanding C* (Townsend - Sams) (IBM-PC specific at places)

New issues of the magazines we subscribe to keep pouring in - a full list will also be published soon but the main titles are Amiga World, Amazing Computing, INFO, Amiga Transactor, Amigan Apprentice and Journeyman and even the Australian Commodore and Amiga Review (well, you see they send one for free and the paper is too shiny for any other use!). Although almost all disks in the disk collection were borrowed at the February meeting there were many, many magazines left to put into store for the month. So if you want to take advantage of the club's subscriptions and read these mags for free, come along and join the library and

take away a bundle (well, four anyway) for the month.

Sorry for some confusion and crowding in the library last meeting. You see I had this vision for the library when I took it over for it to be ONE library for all Commodore users. That meant that I wanted the Amiga and C64/128 collections handled together and everybody treated the same. Also, fully one-third of all borrowings are now Amiga-related and just two library helpers were handling the work done by 9 helpers in the C64/128 section. However I didn't reckon on the fierce independence of you Amiga owners. The March meeting will see a separate Amiga desk again (opposite the C64 software counter), but I will ensure one or two more helpers are behind it too spread out the crush. Inevitably however, the Amiga collection will grow to the point that the disks will fill several boxes, not just one, and the magazines and books will spread across several tables, not just one. And this will happen quite quickly I'm sure. Then the libraries will have to be amalgamated, just as the Pet, Vic and C64/128 libraries were brought together, simply to make them easy for me to look after (trying to keep the cards for Amiga people and library items separate is already an extra hassle in looking after the records). All those with queries, including collection of library cards for those who sent back borrowings early, should go to the Librarians desk to avoid troubling the Amiga desk helpers.

Remember, if you will miss the next meeting, please get your borrowed items back to me BEFORE the 7th April. See you then.

(See the article *Lending Library* for details of Amiga software which has come in since Phil Guerney wrote the above article.

Hopefully we should also soon have the disks to go with the Abacus books mentioned in this article. Ed)

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LENDING LIBRARY

MORE NEW SOFTWARE

Our second consignment of Amiga software has just been received from the USA.

Some members have asked us why we won't import "such and such a package". The answer to this question is that we try to obtain a range of software which is of benefit to the *majority* of our members. It stands to reason that we, at this stage, won't be buying 3D rendering packages which will only run successfully on computers with two or more megabytes of memory!

Another member felt that we should carry a Modula-2 package, as we have a C compiler as well. As C is the 'native' language of the Amiga this is a perfectly natural choice. Modula-2 is a viable alternative language, but at this stage we still try to cover the basic requirements for our members, so Modula-2 will have to wait a while. However, with the ever increasing Amiga membership this situation may well have changed in another year or so.

Following is a short description of the new software:

Sonix V.2 - The *other* standard Amiga sound package. Although by general consent not as good as *DMCS*, it has certain features (such as manipulating wave forms) that cannot be done by *DMCS*.

Audiomaster II - Latest version (stereo) of Peter Norman's program. (Peter is a Melbourne based programmer.) Audiomaster is the program to digitize your own instruments. You need a digitizer and at least 1 Megabyte of memory though.

WShell - by William S. Hawes. Replace Newcon with Conman (latest version on this disk) and NewShell with WShell, and you end up with a lot more powerful shell environment.

Read the latest edition (Jan/Feb 89) of the *A & J* for full details on how to go about this replacement.

ARexx - The Amiga version of the REXX language, again by William S. Hawes. (Is this pronounced *A - rexx*, or *AR - exx*??). This

is a macro-language and used as a tool to integrate software. Several new software packages now have interfaces to 'hook into' ARexx. If you don't understand the above, leave this package in the library, as it is primarily aimed at people with programming ability. There's more information about ARexx in the *A & J* magazine.

Microfiche Filer Plus - Probably the most original and underrated database program around. Has had fantastic reviews and is fully 'Amigatised'. Can be used with ARexx for Macros etc.

MaxiPlan Plus V 1.9 - One of the most popular Amiga Spreadsheets around. Fast and powerful, but requires a minimum of 1 Meg of memory.

SuperPlan - Precision Software's entry into the spreadsheet field. Interfaces with *Superbase* and can be used with the ARexx language. The program is dangle protected.

In addition we have imported several disks which cover the programs in the *Abacus* computer books.

Well, there you have it. As stated elsewhere these programs were purchased from Light-speed Distributors in the USA (they advertise in *Amiga World* and *Info*), and prices are roughly half Australian retail prices.

We would much rather buy our software here in Australia, but as the Australian software distributors (*not* the retailers) have decided on a 'get-rich-quick' policy, without offering decent product backup service, we feel fully justified in our actions. Perhaps, if more and more computer users followed our example, we might then see some realistic pricing in our software industry. Regrettably the same ridiculous situation also exist in the publishing trade. We imported two *Abacus* books from the USA for apr. \$Aus33.00. They retail here for \$65.00! Enough said?

Editor

THE SUPER " PAGE

by Paul Blair

I've been watching with some amusement a hot debate raging in an overseas User Group magazine. The subject of the debate translates to "Is a switch from C64/128 to Amiga a defection or an upgrade?" That's not as funny as it sounds, because there are many people who like and use the 8-bit machines, and who regard them as more than adequate for their needs. For my part, I have many tasks still mounted on my C128, which I have no intention of changing. They work fine, have few if any bugs, and do their job. Superbase and Superscript files will continue in use for quite a while yet.

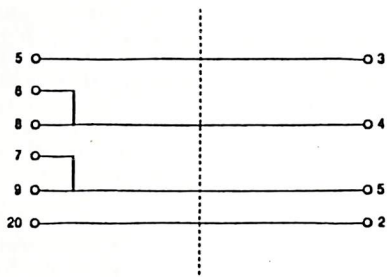
But I have transferred some Superbase files to my Amiga - not so much to use, but as a learning tool for Superbase Personal 2 and Superbase Professional. I reckon that there's nothing quite the same as learning on real data. Besides, it gives me a chance to study the relative qualities of the programs on different machines.

The computer gear available for use was my C128D, an external 1571 drive, an Amiga 500 + expansion, and an external A1010 Amiga disk drive - the one that has the handy length cable. After playing around for a while, I concluded that you really do need something close to that set-up to do a reasonable job. You could do it with less, but it would be a bit tedious.

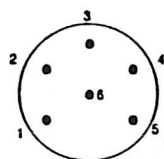
After looking around at utility programs, I settled on THE 64 EMULATOR from Readysoft. I really didn't give a darn about emulating a C64, but I did want the "connectivity" solution it offered. The package has two parts - the software and a cable to connect the Amiga to a 1541/1571/1581 drive. The software is copyright, but the cable you can make yourself. A diagram for A500/2000 models is included with this article. No, sorry, it was drawn on a Mac!

OK, lets start. I will detail how to shift a Superbase file from a C64/128 to the Amiga. For these notes, I will assume you want a carbon copy of the original file. So the first thing to do is to set up an Amiga file as an exact match of your C64/128 file - with one

exception. Set up DATE fields as 6-figure numeric fields for now. I'll explain why later.



Amiga Parallel Port (25-way D Male)



Back of 1541/1571 Plug

Back to the C64/128. My first action was to make a backup of my data disk, with a check to ensure that there was enough room to take an export file. For most of you, this will be a block (sector) for every 2 records. If you have large records, then allow one block per record.

My preference was to EXPORT everything, even if a field or two could have been left off had I chosen. After transfer, I would have all the data on an Amiga disk, so I could fiddle around a bit if I wanted to.

I used EXPORT like this - EXPORT "file-name", "[]". The last bit sets the left and right square brackets as dividers between information. I avoided slashes, commas and other marks as being too common in my files, choosing the square brackets because I never use them. Select your own dividers if you like, but be sure you choose something NOT in any of your data fields.

So away it went. Coffee time, while all the data got written to the disk in my 1571 drive.

With everything switched off, and a blank (initialized) Amiga disk ready, I hooked up the Amiga to the 1571, which I disconnected from the C128D. I set the 1571 as device 8. Then I turned on the Amiga, and loaded the Emulator. A small point here. I think the emulator will only access 1 side of the 1571 - something to bear in mind.

The next few choices were easy. Select file copy, C64-Unit 8 to Amiga DF1: as source and destination, and finish off by clicking on the file display panel to choose the file AND PetSCII->ASCII translation. Say GO, and time to watch the TV news. Well, so I thought. Nearly 400 records were moved over in less than 4 minutes (not brilliant, but adequate), so I didn't even get to ogle the weather girl.

Still at the Amy, it was time to kick Superbase into life. What follows is OK for either Personal or Pro.

From the SET menu, I specified the field and record separators. These must match the EXPORT characters. If you have followed my {} example, you need to tell SB to use 123 and 125 ASCII.

I now selected PROCESS IMPORT. This read in the file from the Amy disk, and stowed the fields away to each record in correct sequence. Nothing too difficult here - the manual was easy to follow. I elected to haul in all data, which I could later dispose of if I found it of no use. And that, as they say, was that. Transfer all done in less than 10 minutes.

Back to the date problem alluded to above. Dates in 8-bit SB are stored as Julian dates from 1 January 1900. Dates in the Amiga versions are stored as Julian dates from 1 January 0001. So it is necessary to add DAYS("30 Dec 1899") or 693583 days to any date exported from an 8-bit computer to the Amiga. This is why I suggested you nominate date fields as numerics when setting up your new Amiga file.

The easiest way to do this is to use UPDATE - pick a date field and add the days to each record. Do this for each date field. Then go to EDIT-FILE to amend the resulting numeric field(s) to date fields. Check your results by setting the date format to dd-mmm-yyyy.

But why did Precision choose 0001? Was there no 0000? Or is that my computer logic messing me up!

VERSIONS:

Here is a full list of all Amiga Superbase releases to date.

Personal:

1.040 - 10 Oct 86	1.045 - 13 Feb 87
1.041 - 22 Oct 86	1.046 - 8 Apr 87
1.042 - 28 Oct 86	1.047 - 29 Apr 87
1.043 - 28 Nov 86	1.048 - 29 Apr 87
1.044 - 16 Jan 87	1.049 - 9 Jul 87

There are copies of 1.049 in Australia dated 16 Jul 87. This series is now not protected by dongle. Precision obviously have no more interest in it. Perhaps this makes Series 1 Superbase Personal quasi-public domain?

Professional:

2.01 - 25 Jan 88	2.03 - 1 May 88
2.02 - 25 Mar 88	

There are versions of 2.03 dated 20 Apr 88 in circulation.

Personal has been replaced by Superbase Personal 2 - V3.01, 20 Oct 88. This is a better implementation than the earlier version 1's, and now includes a mini-word processor/text editor. Professional 2.03 has been replaced by V3.01, 1 Nov 88. Ensure you get these versions if you are buying. The earlier versions were not robust enough, in my 'umble opinion. If you have one of these earlier copies, then I suggest you upgrade. The cost is minimal, if you value your data.

LATE NEWS

As I write this comes news of some changes at Precision Software. Some staff seem to have been "let go", for reasons not yet clear. The software producers lot is not a happy one, with wholesale piracy a major consumer of income. There may be other reasons - I'll keep watching the smoke signals and report any news I hear.

(C) 1989 Paul Blair

SUPERBASE PERSONAL 2

An Overview

by Ralph De Vrles

When we added *Superbase Personal 2* to our library recently, we were on the lookout for somebody to review this program. Strange as it may seem, we couldn't think of anybody who is "into database programs". Perhaps there are quite a few of them out there, but they certainly keep very quiet about it.

As I have some experience with the earlier *Superbase Personal*, I wrote this overview.

A review assumes that you have extensively used the program - an overview means that you have only "browsed" through it. It also means that you cannot report on bugs etc.!

Superbase Personal was released in October 1986. At the time of its release Precision Software announced that a *Professional* version was to follow soon. In fact it took more than 18 months for this one to follow.

The main difference between the two programs (apart from price) is that *Superbase Professional* is a 'programmable' database which means that it has a built-in 'language' (similar to Basic) to write your own applications.

Now this is all very well, but what if you have no programming skills? In that case I would leave the *Professional* version well alone and go for the *Personal* version, or the recently released *Superbase Personal 2*.

Precision Software have decided on a new marketing strategy with the release of this version. The original *Superbase Personal* has been re-released at a lower price and the dongle protection removed. *Superbase Personal 2* is very similar to the original but incorporates several features from the *Professional* version, such as a text editor. It also requires the dongle!

Superbase Professional has just had its first major upgrade (Version 3) and is used by our Secretary for the Group's membership database. Once he has come to grips with this version we hope to see a major review from his hands.

But back to *Personal 2*. I dislike the manual. It's quite a decent manual, but is primarily written for the IBM version with notes and appendices for the Amiga and ST versions. The same thing applies to the manuals of *SB Professional*. Precision Software should take a leaf out of the book of WordPerfect - they wrote a proper Amiga-only manual. And why remove the dongle from one version and not of the others.....?

Having used the earlier *Superbase Personal* some time ago, I was always impressed with its features and flexibility. It would do most things quite elegantly, but it had a few annoying restrictions. Over a period of time some of these restrictions were removed, such as saving a record with the mouse only.

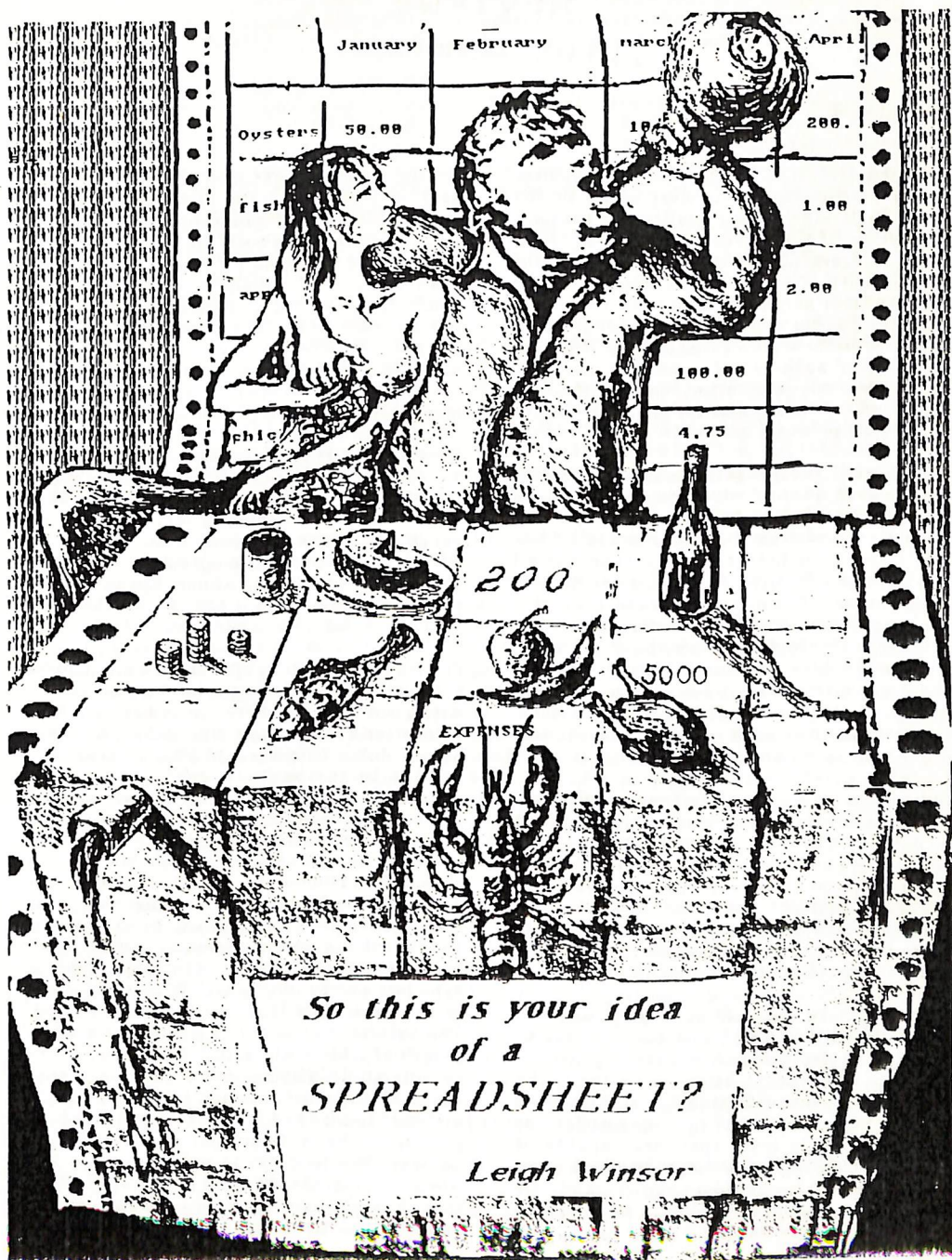
However *Personal 2* has added quite a few new features such as a Time field (this is in addition to the Data field), Serial fields, new Text field attributes, multiple response fields, constant fields and read only field types.

I like the new 'Ternary Operator'. A set of conditions in one field will generate a response in another field. This is similar to the IF THEN ELSE statement and a very powerful addition to the program.

A batch menu option speeds up data entry (great!), and a new empty record form is generated automatically after storing a record. In addition there's the text editor, which means that external text fields can be linked to an existing database. In fact the External File Management System (EFMS) supports text, graphics and sound files now.

Mail Merge allows data to be merged with a document created in the Text Editor.

There are many more major and minor improvements to this version; too many in fact to list them all. If you own the earlier version and like to upgrade to something better and faster without going to the programmable *Professional* version, I would recommend *Superbase Personal 2*. The Australian distributors Computermate offer a reasonably priced upgrade path to this version and you can export existing data to the *Personal 2*.



REVIEWS

The Epson LQ-850 Printer

by Ralph De Vrles

With the arrival of Commodore's 1.3 printer drivers, print quality is very much in the news; particularly print quality at a reasonable price! It's all very well to write about laser printers and inkjet printers, but for the majority of our members these will remain on their perpetual wish lists. Let's face it, after having spent between \$1000.00 to \$2000.00 dollars on an Amiga with the 'real necessities' such as extra memory, an extra drive and colour monitor, there's in most cases only a limited amount of funds left for items like printers etc.

Fortunately 'basic' printers have steadily improved in quality and dropped in price, so it's now possible to buy a decent 9 pin dot matrix printer from \$400.00 upwards. They all offer a Near Letter Quality mode and all offer the possibility of graphics printing to some degree. These printers are great for the occasional user, be it for letters or printing out graphics. With the 1.3 printer drivers graphics printing is both faster and there's a marked improvement in quality. However most graphics and desk top publishing programs now need updating to make full use of these improved capabilities.

Only a few years ago, the then 'new breed' of dot matrix printers, the 24 pin ones, used to sell for \$1500.00 to \$2000.00, but here again prices have dropped quite considerably. As most of you know this newsletter is printed on an NEC P2200 printer, which is probably the lowest priced 24 pin printer on the market. Several of our members have purchased them recently for about \$600.00.

"Why buy a 24 pin printer?", you may well ask. Well, first and foremost they are capable of producing true Letter Quality printing, hence Epson's designation of "LQ" in the printer's names, to distinguish it from NLQ. Equally important is the fact that with finer pins (0.2 mm or less) they are capable of graphics densities of 360 dots per inch versus the maximum 240 dots per inch of the average 9 pin printer (which in most applications is not utilised).

Having spent a great deal of time (and paper) on testing out the new 1.3 drivers on both 9 pin and 24 pin printers, I can honestly say that it's both easier and faster to obtain good graphics printouts from the 24 pin printers, but equally honestly I have to admit that currently available software is not yet able to get the very best out of the 24 pin printers. However there are some exciting developments on the horizon and within the next twelve months the situation may well have changed drastically.

Recently I was fortunate enough to be able to purchase a second hand Epson LQ-850 printer at a very advantageous price. This printer is a current model in the Epson range and normally retails between \$1100-\$1200, which means it's outside the reach of the average computer owner. Epson's lower priced equivalent is the LQ-500 which can be purchased for about \$650.00.

For intending purchasers of a 24 pin printer I thought that it might be instructive to detail some of the differences between this printer and the group's NEC P2200, however before doing this I would like to draw attention to the weakest link in dot matrix printers, which are the ribbons. Basically we have three varieties. There are the carbon film ribbons, usually found on daisy wheel printers, and two types of fabric ribbon. The carbon film ribbon give the best quality, but can only be used once, as the carbon is transferred from the ribbon to the paper. Fabric ribbon can be used repeatedly but loses density with use. The more popular type has a very long length of ribbon packed in the case. This is used till it's exhausted. The second type contains a relatively short length of ribbon which is fed past an inkpad to 'refresh' it. Theoretically this means that these ribbons will remain in pristine condition if the inkpad is saturated with ink. In practice I have found all of them pretty useless. The NEC P2200 uses this type and when I print the 25 odd pages of *CURSOR* there's a noticeable difference in density between the first and last page.

By and large I prefer the 'long length' type, but in the long run neither type is satisfactory for *consistent* results.

But back to our comparison. One obviously expects to find that a printer which costs \$500.00 more (the LQ-850) has to offer some extra benefits. Strange as it may seem, the NEC has some interesting features which are not to be found on the LQ-850, but the real differences are more a question of convenience and performance.

When I print out our newsletter on the NEC I use A4 paper (pages are reduced to A5 size by our printer), and after printing out about 20 pages the printhead overheats and the printer changes from bi-directional to uni-directional mode, which makes printing excruciatingly slow (I now have a fan blowing on the printhead to avoid this problem). The LQ-850 is fan cooled and recently Greg Perry printed out 120 pages of single spaced text (A4 size pages) and the printer never missed a beat. From the above it's obvious that one could use the LQ-850 with comfort in an office situation, but *not* the P2200.

The push tractor on the LQ-850 is a dream to use - you have the ability to 'park' the continuous paper and change quickly over to a single sheet mode. It's both fast and simple and appears to be fool proof. An additional handy feature is, when using continuous paper, that when the printing is finished the paper moves forward by about 6 cms. to allow you to tear off the paper cleanly. When you are ready to resume printing, the paper rolls back to the right position to restart! Not important? Perhaps, but it's very handy indeed in actual use.

The combined push/pull tractor of the NEC is by comparison a flimsy affair. I found the push tractor unreliable and always use the pull tractor. Single sheet feeding of paper (through a slot in the front) is rather imprecise, but with a bit of 'fiddling' you can usually position the paper fairly accurately.

Both printers offer a buffer (NEC 8K and Epson 6K). On the LQ850 I can turn the buffer off all together, on the P2200 I can reduce it to a 4K buffer only.

Where the NEC scores is in the field of in-built fonts and graphics. It offers Draft, Courier (the normal LQ font), as well as

three additional fonts. Proportional spacing only works with the Courier font. An extra two fonts can be plugged in as well (but they cost you extra).

The LQ 850 comes with Draft mode, Roman and San Serif fonts (both these are LQ fonts and both can be used in the proportionally spaced mode). Two additional font cartridges can be plugged in, but again they cost you!

In graphics mode the Epson offers a maximum density of 360 d.p.i. x 180 d.p.i., whereas the NEC offers 360 x 360 d.p.i.

Both printers are supported by appropriate printer drivers under 1.3 and both work well.

To sum it up I would recommend the LQ-850 for heavy duty use and the NEC P2200 for the ordinary everyday hobbyist. Another alternative is Epson's LQ-500, but this doesn't offer fan cooling, paper parking, or the nice push tractor, so I can only presume that its performance would be similar to the P2200 without offering any extra benefits.

Another interesting newcomer is the Star 24 pin printer. I know of at least two members who have purchased this printer and hopefully will get them to do a review soon. This printer offers, apart from draft mode, three LQ fonts, as well as the capability to print in both outline and shadow mode; something that can usually only be done through DTP programs. It offers a 360 x 360 d.p.i. maximum graphics mode, so it's up there with the best. (However as it's supposed to use the EpsonQ drivers it will only be able to print as a maximum in the 360 x 180 dpi mode.)

It must be obvious from the above that 24 pin dot matrix printers are going to be the most popular printers during the next few years (Epson is soon coming on the market with a 48 pin printer!), and prices will go on falling. I have proved to my own satisfaction that *potentially* we should be able to produce graphics on these 24 pin printers of a very high quality, but in the process we may well need extra memory requirements to realise this potential.

Given the availability of the right software (and there are some interesting developments on the horizon), we can look forward to continuing improved printer output.

BOOK REVIEW

C MADE EASY - by Dirk Schaun (Abacus)

(Our copy from B.C.F. Bookstores)

by Robert Googe

Wanting to be faster and stronger in programming than BASIC will allow, I decided to give the C language a try.

To do this is not as easy as it may first appear; to start you off, you at least need a C Compiler package. The two most widely espoused are Lattice (or Lettuce as some people have termed it) and Aztec. Both compilers have pluses and minuses.

This book deals mainly in Lattice 4.0 compiler jargon but does mention Aztec where applicable.

The Lattice 4.0 C Compiler is available through the CCUG Library, (version 5.1 now - ED) but I would recommend that if you want it to get there early as it is in high demand amongst the borrowers.

If you talk to any C programmer on any computer, a book called *'The C Programming Language'* by Kernighan and Ritchie (nicknamed K & R) will most likely pop up as the reference manual many use. *C Made Easy* is very much like K & R as applied to the Amiga.

The book starts off with an introduction to the language, explaining the differences between compiled and interpreted languages and goes on to the compiler environment and what each part of the compiler does.

Chapter three is where the lessons begin with the simple "Hello World" type program that most programming texts start you off with. From here the book goes to simple calculations, input/output, loops, variables, etc. The book finishes with a small example paint program. Although it won't challenge Deluxe Paint, it does show what can be achieved through C.

If you seriously want to get into programming the graphics and sound on your Amiga you will also need The ROM Kernel Reference Manual to find the routines to be called from your C program.

The text is very well laid out and the author includes many examples and tid-bits of information along the way that makes life in the C world easier.

Being written specifically for the Amiga makes this book much more straight forward and applicable than other general teach-yourself C texts. If you would like to have a crack at learning C, I would suggest you get along to the next meeting and borrow the C compiler and this book from our library (but get in early - you are not the only one reading this!).

-ooOoo-

HOWARD'S HEARSAY

Your scribe has suffered fortune and misfortune since last corresponding and consequently been away from his Amy 1000.

Therefore this will be brief (but what do they say about brevity?).

An Army service type computer puncher reports that:

"Military Intelligence is a distinct contradiction in terms."

And a similar Social Service type computer operator reports that:

"there are many who couldn't care less about apathy".

Gravelsnatcher 2

-ooOoo-

FFS AND THE SIDECAR

by Brendan Pratt

Following on from Jakub Szajman's article in a earlier BAUG newsletter I thought I'd try my Sidecar's Hard Disk out with FFS. This article assumes you have first installed your Hard Disk in the Sidecar, and done both the MS-DOS low-level format thru DEBUG, and made up the appropriate partitions for both Messy-dos and Amiga. Even if you don't intend to use the HD for Messy-dos, I'd suggest you make a small partition just big enough to allow the Sidecar to boot from (probably a partition of less than 0.5 Meg). This would leave you with enough room to store a couple of files like AREAD and AWRITE to transfer files between the Sidecar and the Amiga.

First of all I'm assuming that you have a decent understanding of a disk editor, and that you have already have backed up your Hard Disk (Saf-T-Net is a good product for that). I have included with this some details I obtained with using DiskPerf on both my Sidecar's HD before and after FFS, as well as a friend's Amiga HD which runs thru the parallel port, also both before and after FFS.

Before I go any further all details referred to here pertain to my own HD setup i.e. Miniscribe 3650 HD and Adaptec ACB-2072 RLL controller. Also please note that approx. 20 Meg is being used for Messy-dos. You'll need to find how many cylinders, sectors, and r/w heads your drive has in order to write up your MountList. My MountList is shown just as an example, and that means that unless your setup is EXACTLY the same as mine your mountlist entry will be different. You should start by making sure you have a new boot disk made up for your new FFS HD, which would include a modified MountList and a newer Startup-Sequence. My own are shown here as an example. The most important part of your new MountList to remember is that your first partition *MUST* start with LowCyl = 0. Even if you, like me, have the first partition as a Messy-dos partition. This is because the Amiga doesn't see the Messy-dos partition as being there, so the start cylinder maybe 260, but as far as the Amiga is concerned, it is 0.

The next thing is to modify your Startup-Sequence by removing DJMount and replacing it with whatever you have called your NEW FFS HD in the MountList. You can call it what ever you like - I called mine DH0, so that I can take advantage of the gadgets in software such as Deluxe Music Construction Set etc.

Here comes the boring part now. You *must* now DPFormat your HD to remove current data. Don't try to shortcut this bit (I did!) as you'll find your FFS HD full of corrupted files that you can't delete!!! This, as you know will take anything from 15 minutes upward dependant on the size of your HD. Take note of number shown at the end, as you will use that as the number for HighCyl in your MountList.

This next job requires the use of a disk editor like DiskEd. Sectorama didn't want to work when I tried it out. If you don't know or are unsure of how to use DiskEd or whatever Disk Editor you have, *DON'T* do this next part, as the only out is to DPFormat your HD again!

Start DiskEd up e.g.:

DiskEd JH0:<CR>

then Get block 0 from the disk and you can type I for Info. You should see information on block 0 .

Type sx<CR> and it will show 444F5300; that is the first thing you need to change as it is the normal file system.

At the prompt type /#x444F5301<CR> (the 01 indicates FFS).

From there you type K<CR> for the checksum, which will show up as incorrect.

Type X<CR> to allow you to write to the disk, then P 0<CR> to actually write the new details back to disk.

To find the 'Root Block', which you need to make Invalid to force the drive to revalidate

to give you the correct BitMap for FFS, you enter R<CR> at the next prompt. Once you find out what it is, you then Get it i.e. G 40950<CR> (that's where my Root Block is).

Then alter the offset at 0x78L by entering 78<CR> then /0<CR>.

Don't forget to do a checksum on this to before you Put it back to disk i.e. K<CR> then P 40950<CR> and then Quit.

At this stage your drive should be revalidating and you can then reboot with your previously changed boot disk.

Vollal a nice new (?) FFS Hard Disk!

As you can see the difference in my HD with the before and after results of Disk-Perf.

If you are interested in more details or other info, you can get in touch with me at the Meetings or via my BBS, the Sidecar Express BBS (all speeds to 2400 baud) on 075 46 3252.

Thanks go to Steve McNamee, Jakub Szajman and Jerry Fox for their help with the setup of FFS on my Sidecar.

Comparison of the same Hard Disk in Amiga Sidecar using both normal DJMount and Mounting it as DH0: with FFS.....

Diskperf on JH0: using the normal DJMount:-

File create/delete:	create 6 files/sec,	delete 14 files/sec
Directory scan:	40 entries/sec	
Seek/read test:	40 seek/reads per second	
r/w speed:	buf 512 bytes,	rd 22995 byte/sec, wr 12423 byte/sec
r/w speed:	buf 4096 bytes,	rd 22995 byte/sec, wr 12136 byte/sec
r/w speed:	buf 8192 bytes,	rd 22995 byte/sec, wr 12423 byte/sec
r/w speed:	buf 32768 bytes,	rd 23198 byte/sec, wr 12483 byte/sec

Diskperf on DH0: using Fast File System:-

File create/delete:	create 16 files/sec,	delete 29 files/sec
Directory scan:	102 entries/sec	
Seek/read test:	70 seek/reads per second	
r/w speed:	buf 512 bytes,	rd 27025 bytes/sec, wr 24730 byte/sec
r/w speed:	buf 4096 bytes,	rd 119156 byte/sec, wr 77101 byte/sec
r/w speed:	buf 8192 bytes,	rd 119156 byte/sec, wr 81920 byte/sec
r/w speed:	buf 32768 bytes,	rd 145635 byte/sec, wr 87381 byte/sec

/* MountList for my Sidecar Hard Disk, yours will probably differ. */

```
DH0: Device = jdisk.device
      FileSystem = l:FastFileSystem
      Unit = 0 /* It's the first drive here */
      Flags = 0
      Surfaces = 6 /* mine has 6 surfaces */
      BlocksPerTrack = 25 /* I have a RLL controller */
      Reserved = 2
      Interleave = 0 /* Amiga's read quicker than a IB? */
      LowCyl = 0
      HighCyl = 645 /* actual start 260 end 806 */
      Buffers = 30
      GlobVec = -1
      BufMemType = 1
```

#

Comparison of parallel port Hard Disk on Amiga using both normal Mount and Mounting it as DH0: with FFS.....

As you can see it is slower than my Sidecar HD in most respects, but not all!

Diskperf on DH0: using the normal Mount:-

File create/delete:	create 6 files/sec, delete 14 files/sec
Directory scan:	44 entries/sec
Seek/read test:	48 seek/reads per second
r/w speed:	buf 512 bytes, rd 19562 byte/sec, wr 13443 byte/sec
r/w speed:	buf 4096 bytes, rd 22598 byte/sec, wr 14403 byte/sec
r/w speed:	buf 8192 bytes, rd 22795 byte/sec, wr 14438 byte/sec
r/w speed:	buf 32768 bytes, rd 22995 byte/sec, wr 14563 byte/sec

Diskperf on DH0: using Fast File System:-

File create/delete:	create 11 files/sec, delete 21 files/sec
Directory scan:	104 entries/sec
Seek/read test:	68 seek/reads per second
r/w speed:	buf 512 bytes, rd 34952 bytes/sec, wr 27025 byte/sec
r/w speed:	buf 4096 bytes, rd 53495 bytes/sec, wr 26479 byte/sec
r/w speed:	buf 8192 bytes, rd 53498 bytes/sec, wr 25954 byte/sec
r/w speed:	buf 32768 bytes, rd 53498 bytes/sec, wr 26479 byte/sec

My Startup-Sequence - you can alter it to suit your own setup:-

```
runback df0:c/SetPatch ;don't forget this one!!
BindDrivers
echo "Sidecar Workbench V1.3*N"
echo ""e[7;32;43mInitializing Sidecar *e[7;33;41m HARD DISK*e[7;32;43m"
echo " "
Wait 25
Echo "Mounting Janus Hard Disk "
Echo " with Fast File System!!! "
echo " "
Mount DH0:
Wait 2
DH0:c/AddBuffers DH0: 30 ; a leftover from the old JH0: HD
defsys DH0: ;this utility assigns everything across to DH0:

Assign JH0: DH0:
Assign HD0: DH0:
Assign System: DH0:System
Path add System
Assign Utilities: DH0:Utilities
Path add Utilities
Path add DH0:PC

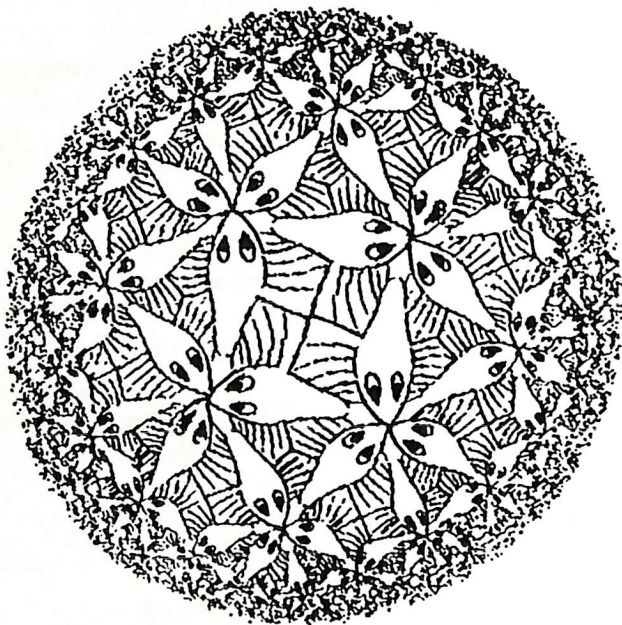
ram:echo "Making Resident commands..." ;I'm using 1.3's Shell
resident CLI L:Shell-Seg SYSTEM pure add
resident c:Resident pure
resident c:List pure
resident c:CD pure
resident c:Execute pure
resident c:MakeDir pure
resident c:Assign pure
```

```
Assign GPTerm: DH0:Comms/
Assign t: DH0:t
Assign M2L: DH0:Modula-2/M2L
Assign Downloads: DH0:Downloads
Assign P: DH0:comms/cocomm/ConfigLib/p
Assign Whap: DH0:Comms/Whap
Assign Excellence: DH0:Excellence!
```

```
Path RAM: add
aldmem f90000 fbffff
echo "KickStart memory added!"
echo ""
```

```
Mount NEWCON:
mkdir ram:ENV
assign ENV: ram:env
mkdir ram:Clipboards
assign CLIPS: ram:clipboards
FF >NIL: -0
runback DH0:c/Popcell 100
echo ""
date
LoadWb
prompt "[7m%n~[0m ~[32m%p"
;finish it up whichever way you want
endeli > nil:
```

-ooOoo-



Another Escher Picture from the CCUGQ P.D. Disk No.23

Amiga Art Competition

Can you draw? Enjoy creating animations? The Australian Amiga User Association is looking for the very best original artwork and animation produced by an Australian or New Zealand resident. Prizes of new Amiga software. Entry is FREE. All entries must be the original work of the entrant and there is NO LIMIT to the number of entries from one person. Entries will be judged according to originality, visual effect, and use of the Amiga's graphics capabilities.

All entries should be supplied on standard 3.5 inch Amiga disks and clearly labelled with the entrants;

Name

Postal Address

Phone Number

and

Entry Category (Artwork or Animation)

Please also include a note indicating what software (commercial or public domain) was used in producing the entry. Any number of entries by a single entrant can be supplied on one disk. Competition closes Friday 16th June, 1989.

Artwork

No Digitisation Allowed

Any resolution or screen mode

Use of image modelling (eg Ray Tracing) is permitted

Any drawing package may be used

Artwork must be in standard IFF format

Animations

Digitisation is allowed

Any resolution or screen mode

Must run in 2Meg memory or less

Extra merit will be awarded for use of appropriate sound

Any technique or software may be used

Conditions of Entry:

All entries become public domain upon conclusion of the competition.

All disks upon which entries are submitted become the property of the Australian Amiga User Association.

The Judges retain the right to disqualify any Artwork entry suspected of using digitisation.

Entries will only be accepted up to 5:00pm 16th June 1989

Winners will be contacted by mail and published in the August issue of the Australian Commodore and

Amiga Review, and in the July/August issue of the Australian Amiga User Association newsletter.

Prizes will be awarded to the best three (3) entries in each category.

The judges decision is final and no correspondence will be entered into.

Entries should be posted to: Amiga Art Competition

PO Box 389

PENRITH NSW 2750

Australia

Sponsored by the Australian Amiga User Association
and the Australian Commodore and Amiga Review

PUBLIC DOMAIN LIBRARY

Fish Disk 173

CrcLists - Complete CRC check files for disks 146-172 using the crc program from disk 133.

FileSelect - A FileIO selector, written 100% in assembly.

IffLib - A ready-to-use library to perform various manipulations on IFF files.

ILBM2C - Very useful utility for C-programmers. Reads in a standard IFF ILBM file and outputs a file that can then be included in your program.

Tetrix - Addictive game of speed, skill and luck. Based on a game called Tetris.

Uedit - Version 2.4g of this nice shareware editor.

Fish Disk 174

Castle - A simple graphics adventure game suitable for beginners.

Iff2Sun - Small utility for those of you who may have access to a Sun workstation.

Print1.2 - Another CLI-based printing utility with several nice features including the ability to print in ASCII or HEX, with or without line numbers and a CTRL-C Trap.

Sh - Another version of the 'Sh' utility to unshar shell archives.

Strings - Simple utility with command-line options for locating strings in a binary file.

TitlePage - Prints banner-type title pages for identifying listings. Lots of command line options for various fonts, pitches, typestyles, selectable centering, etc.

Tunnel - Interesting graphics demo written in TDI-Modula 2.

Fish Disk 175

Elements - Very nice interactive display of the Periodic Table of Elements. Can display a large amount of pertinent data about a selected element along with a good deal of general and miscellaneous info.

Furnish - For those of you who may have ever used the "scale size cut and place" method of determining your next living-room arrangement, this Amiga-ized version may be just what you need.

Plot - Program to compute and plot 3 dimensional functions. Revision of disk number 49.

SafeBoot - Very handy Intuition-based program to read and save custom bootblocks. The bootblock can then be later restored should the disk become virus-infected.

SendMorse - Brush up on your morse code with this simple program.

VirusX - Version 3.10 of the popular virus detection/vaccination program. Features a test for the new IRQ virus, among others, and a new "Kill Virus" utility.

WBDepth - CLI program that allows you to change the number of bitplanes for the WB screen on the fly. Very useful for A500 & A2000 users with kickstart in ROM.

Zippy - A "Graphical Shell". Opens a medium-size window and attaches a menu-strip for performing all sort of disk/data manipulations. Features script files allowing you to attach custom menu selections as you move between directories. Also included is an Intuition based utility for altering File-Info data. (filename, filenote, RWED attributes, etc.)

Fish Disk 176

Contains latest version V23-2A of Glenn Everhart's large and powerful spreadsheet program called:

AnalytiCalc, submitted to me directly by Glenn for inclusion in the library as an update to the version released on disk 144.

HyperNet - Is a small hypertext shell program for Amiga, presented with sources and brief documents. It was also submitted by Glenn Everhart, the author.

Fish Disk 177

ASpice - A version of the SPICE 2G.6 circuit analysis program which has been modified to run in the Amiga environment. The program arrays are adjusted to require one forth the memory of the DEC VAX version.

DiskSalv - Version 1.32 of the popular "undelete" and file recovery program. Fixes a few bugs apparently found on the version 1.3 release on disk number 164.

Jask - An Intuition-based replacement for the ASK command. Will bring up a requester with a message and boolean yes/no type gadgets.

Marge - A simple CLI utility to add a specified number of spaces or tabs to the left side of every line in a file.

Path - An interesting concept in path-searching. This program contains a path-handler that allows you to selectively control or assign your system's search path using script files.

Fish Disk 178

AmicForm - Creates a phonebook containing only those area codes and exchanges reachable through PC-Pursuit. Update of disk 157.

BlackBox - The black box is an 8x8 grid in which several "atoms" are hidden. Your job is to find the atoms.

CIATimer - Two versions of clatimer routines to provide precise timing for applications requiring a high-accuracy real-time clock.

Cosmic - An interstellar multiplayer game of War and Peace.

Ls - Version 2.0 of the popular UNIX style directory lister.

RemLib - Removes a specified library (if currently unused) or displays some information about all available libraries. Update of disk 139.

RexxArpLib - This is version 2.0 of the rexxarplib.library, which has grown considerably, with substantial intuition interface support. Also included is a large number of ARexx macros.

Amigan Disk Number 18.

DiskSalv - Version 1.3 of the very useful disk recovery utility.

Emlt - Transfer files across Amigas connected via null modem cable at very high speeds (up to 24k/sec).

PellHacks - Three display hacks.

RexxSerial - A library which provides serial device functions for ARexx.

ScreenX - Useful utility.

SGDemo - This is the StrucGen demo program.

ShowFont - Will display all 256 characters of a font in a window.

SimpleTerm - A very simple terminal program.

TCB - Will print a list of tasks and processes and other useful information.

QMouse - Multi-purpose Utility.

QView - Text File Viewing Program.

VirusX - Version 2.2 of Virus Removal System.

Amigan Disk Number 19.

2000_Clock - Text file about the real time clock in the Amiga 2000.

Atom Clock - Set the clock in your Amiga by the U.S. Naval Observatory's atomic clock via modem.

DME_v1.30c - Versatile programmers editor.

ReSource - Demo version of an interactive disassembler.

Amigan Disk Number 20.

AZComm - Modification of COMM 1.34 added to implement Zmodem protocol.

Eliza - Artificial Intelligence Simulation.

FileInjector - This is a super file requester.

HandyIcons - Utility.

HED 1.0 - Replacement for ED.

HodgePodge - Display Hack.

JimUtils - A collection of Jim Cooper's favorite SMALL program utilities. Includes Avail, DFree, FreeMem, Prefs, Scoot, Sweep, and Winsize. All are resident compatible.

LightningLogger - Demo version of file 'catalogger'

MultiView 2.0 - A picture file viewer.

NewZAP 3.18 - Update of multi-purpose file/sector

PointerAnimator - Utility programs.

Semaphore Tutorial - Programming example in the use of exec semaphores.

WesUtils - File Utility.

Templates - For all V1.3 commands, from Jim Butterfield.

Syscheck - CLI program to check all revised Workbench disks for the final programs issued with V1.3, again by Jim Butterfield.

TBAG Disk #24

Bubbles (Demo)

ClickDos (Utility)

ClickFigure (Picture)

EgyptRun (Game)

Flirp (Demo)

FlitPic (Utility)

Hawk.Pic (Picture)

LScape.Pic (Picture)

Lotto (Game)

QView (Utility)

Spite & Malice (Game)

Toing (Demo)

Trix (Game)

WBKalled (Demo)WP advert

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Unit 1
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Artarmon NSW 2064
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Greg Perry - Ph. 366 3295 (10am - 4pm)

SECRETARY:

Mike Williams - Ph. 209 9084

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Steve McNamee - Ph. 262 1127

MEETING COORDINATOR:

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EDITOR:

Ralph De Vries - Ph. 300 3477

ASSOCIATE EDITOR:

Michael Thomas - Ph. 800 4511

Bulletin Board System (Opus 3: 640/304):

Phone Number (07) 344 1833

SYSDOP:

Greg Shea - Ph. 345 2799

Assistant Sysop:

Steve McNamee - Ph. 262 1127

Address all Newsletter Mail to:

*The Editor "CURSOR", PO Box 384,
ASHGROVE, QLD, 4060.*

Deadline for the May Issue is:

FRIDAY 31st MARCH!

Short articles (less than a page) and adverts can be submitted in written or printed form, but we prefer to receive your articles on 3½" disks in the form of an ASCII file or a WordPerfect file with *minimum* formatting.

Do *not* indent paragraphs and use a *single* space after a full stop.

If a specific page layout is required include a printout in the required format. Disks will be returned promptly and we pay return postage.

Alternatively, articles can also be uploaded to our BBS (Ph. 344 1833) to File Area 8.

Address all other Mail (Including Library Material) to:

C.C.U.G. (Q) Inc., P.O. BOX 274,
SPRINGWOOD, QLD, 4127

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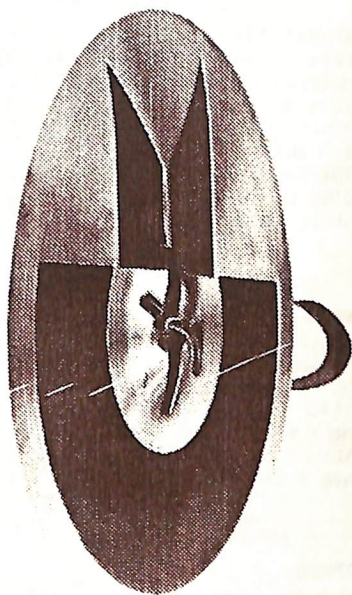
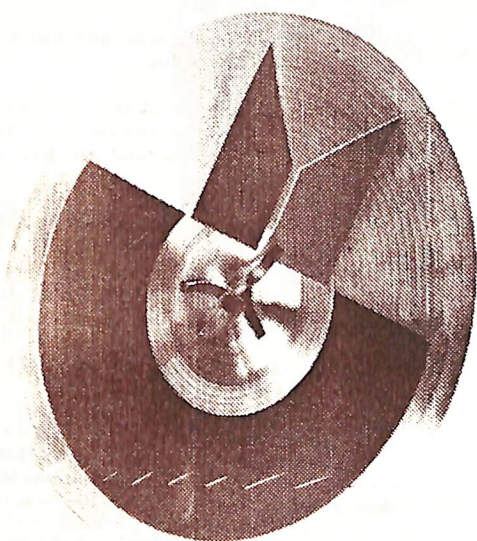
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